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This program is a simple guessing game. The computer generates a random

number between 1 and 20. The user has 5 tries to guess the number. The

program can tell the user if it is greater than, less than, or equal to

the number.

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#include <stdio.h>

#include <stdlib.h>

#include <time.h>

// Function Declarations

void guessTheNum(int a);

// Declare Global Variables

int randomNum;

int main(){ // main

// Local Variables

int userInput;

srand(time(NULL));

randomNum = (rand() % 20) +1;

printf("I am thinking of a number between 1 and 20.\n");

printf("Can you guess what it is? ");

scanf("%d", &userInput);

// Calling Function

guessTheNum(userInput);

return 0;

} //end main

void guessTheNum(int a){ // guessTheNum

// Local Variables

for(int i = 0; i < 4 || a == randomNum; i++){

if(a > randomNum){

printf("Your guess is high. Try again: ");

scanf("%d", &a);

}else if(a < randomNum){

printf("Your guess is low. Try again: ");

scanf("%d", &a);

}else if(a == randomNum){

printf("\nCongratulations! You did it!\n");

break;

}

if(i == 3){

printf("Sorry. The number was %d.\n", randomNum);

printf("You should have gotten it by now.\n");

printf("Better luck next time.\n");

break;

}

}

} // end guessTheNum